[0135] After the determination(s) is/are made at the block **1416**, then the method may proceed to a block **1418**. Similar to the determinations made at the block **1410**, a determination may be made at as to whether determinations have been performed as to all extra layers. If the determination is made that other layer determinations need to be performed, the method may return to the block **1416**, and may repeat the blocks **1416**, **1418** as often as required to complete the necessary determinations.

[0136] If the determination is made at the block **1412** that the present game is not a multiple layer game, or if the determination is made at the block **1418** that the determinations for all included extra layers have been performed, then the method may proceed to the block **1414**. At the block **1414**, a determination may be made whether the player is finished playing the game, in regard to the base layer, or both the base and extra layers. If the player is not finished, then the method may return to block **1402**. If the player is finished, then the method may proceed to a block **1420**, and a payout may be provided according to the game outcomes and multilayer game outcomes for the first layer, the additional layers and/or combinations thereof. The payouts may be provided individually for each of the outcomes, and accumulated for presentation to the player as a single payout, or the payouts may be provided according to the accumulated outcomes.

[0137] FIG. **25** illustrates an alternative method for playing a multiple layer game. Unlike the method of FIG. **24**, the alternative method of FIG. **25** assumes the game to be a multiple layer game. As such, there is no determination as to whether a multiple layer game trigger has been received, but rather, at a block **1452**, a determination may be made as to whether necessary preconditions, if any, have been met. For example, in a multiple layer game, it may be necessary to receive a wager at least sufficient for a single layer to be active. Until the base wager is received, the method may not proceed. Other preconditions may include age and location (either of the player, the gaming apparatus, or both).

[0138] If it is determined at the block **1452** that the preconditions are met, the method may proceed to a block **1454**, where the layers may be defined. A determination may be made at a block **1456** whether all active layers have been defined. If not, the method may return to the block **1454** and may repeat blocks **1454**, **1456** until all active layers have been defined.

[0139] In regard to the definition of the layers at block **1454**, this activity may assume a variety of steps. For example, for instance, the definition may represent the setting of paylines, if the game is a slots game, within the individual layer. Where more than one layer is included and each layer includes symbol positions from a slots game, the definition of the layers may include the setting of paylines including symbol positions from two or more of the layers included. Further, the definition of the layers may take the form of setting rules for interaction between the layers, or the timing of the appearance of the layers. The definition of the layers may also include reference to rules established external to the player or the gaming apparatus, the exclusion of which may be done by referencing an external database or at the instruction of an external source.

[0140] An embodiment of present invention concerning the method and apparatus by which interactions may be defined between and in the various layers may be explained with reference to FIG. **26**. As illustrated in FIG. **26**, a game may include three layers **1510**, **1520**, **1530**. One of these layers, layer **1510**, may be defined as a base layer, while the layers **1520**, **1530** may be defined as extra layers. As illustrated, the three layers **1510**, **1520**, **1530** may be displayed so that each layer appears to lie in a plane that is different than that of the other layers relative to an axis extending out of the page. However, it will be recognized that the layers **1510**, **1520**, **1530** may be arranged so that the layers overlap, for example, in one of the manners described below.

[0141] A game structure may be associated with each of the layers **1510**, **1520**, **1530**. In particular, the structure **1512** may be associated with the layer **1510**, the structure **1522** may be associated with the layer **1520**, and the structure **1532** may be associated with the layer **1530**. One of these structures, the structure **1512**, may be defined as a base structure, and the layer **1510** associated with the structure **1512** may be defined as the base layer. It will be recognized that any of the other layers **1520**, **1530** and associated structures **1522**, **1532** may have been designated as base layer and base structure instead.

[0142] Each structure **1512**, **1522**, **1532** defines all allowable actions to be taken or events to occur on or in the layer **1510**, **1520**, **1530**. For example, the actions or events could include simple line interactions (paylines), the presence (or absence) of wild, or special, symbols, the inclusion (or exclusion) of progressive links (both external and internal), etc.

[0143] According to this embodiment, there is also provided one or more inputs **1540**. These inputs may be received from one or more of the input/output devices described above for manipulation by the player. Alternatively, the inputs **1540** may be defined by signals, etc. received from external sources, such as a server or database, for example.

[0144] Also according to the embodiment, there is a collection of statistical rules **1550**. This collection **1550** includes statistical rules relating all of the actions and events described in the structures **1512**, **1522**, **1532**. These rules may be expressed in the form of tables, equations, definitions (in the form of pure set theory), routines, scripts, etc. The collection **1550** may be stored, for example, in a database.

[0145] The structures **1512**, **1522**, **1532** expressing the actions and events of each layer **1510**, **1520**, **1530**, the inputs **1540** received from the player/gaming apparatus and/or external sources, and the rules **1550** are processed by a modifier ratification and verification process **1560**. This process **1560** not only implements the required dynamics used as various inputs **1540** are received, the process **1560** also verifies dynamically that the defined/approved regulatory rules are followed (e.g., a set return percentage is met).

[0146] From the foregoing, the modular nature of the approach will be appreciated. Different layers may be added by including structures that express the actions and events of the layer, along with additions to the collection **1550** to express the rules for the actions and events. The process **1560** then ratifies and verifies the same, rather than placing that emphasis in the definitions of the layers themselves, such as may be expressed by static paytables.